

## EAST Search History

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
S1	15	game with audio with synchronization	US-PGPUB; USPAT; USOCR	OR	OFF	2006/10/17 11:04
S2	23	("5925843").URPN.	USPAT	OR	OFF	2006/10/17 11:25
S3	200300	game adj machine with audio synchronization	US-PGPUB; USPAT; USOCR	OR	OFF	2006/10/17 15:06
S4	0	game adj machine with audio adj synchronization	US-PGPUB; USPAT; USOCR	OR	OFF	2006/10/17 15:09
S5	0	game adj machine with audio near synchronization	US-PGPUB; USPAT; USOCR	OR	OFF	2006/10/17 15:10
S6	2	game with audio near synchronization	US-PGPUB; USPAT; USOCR	OR	OFF	2006/10/17 15:11
S7	1	game with audio adj synchronization	US-PGPUB; USPAT; USOCR	OR	OFF	2006/10/17 15:11
S8	42	game with audio same synchronization	US-PGPUB; USPAT; USOCR	OR	OFF	2006/10/17 15:22
S9	15	game with audio with synchronization	US-PGPUB; USPAT; USOCR	OR	OFF	2006/10/17 15:23
S10	1	game with audio with synchronization.ti.	US-PGPUB; USPAT; USOCR	OR	OFF	2006/10/17 15:23
S11	199533	slot adj machine with audio synchronization	US-PGPUB; USPAT; USOCR	OR	OFF	2006/10/18 08:39
S12	0	slot adj machine with audio adj synchronization	US-PGPUB; USPAT; USOCR	OR	OFF	2006/10/18 08:39
S13	0	slot adj machine with audio same synchronization	US-PGPUB; USPAT; USOCR	OR	OFF	2006/10/18 08:39
S14	0	slot adj machine with audio same synchronization	US-PGPUB; USPAT; USOCR	OR	OFF	2006/10/18 08:40
S15	0	slot adj machine with audio with synchronization	US-PGPUB; USPAT; USOCR	OR	OFF	2006/10/18 08:40

## EAST Search History

S16	0	slot adj machine with audio near synchronization	US-PGPUB; USPAT; USOCR	OR	OFF	2006/10/18 08:40
S17	14	slot adj machine with synchronization	US-PGPUB; USPAT; USOCR	OR	OFF	2006/10/18 08:40
S18	0	animation adj game with audio with synchronization	US-PGPUB; USPAT; USOCR	OR	OFF	2006/10/18 09:55
S19	0	animation adj game with audio with sync	US-PGPUB; USPAT; USOCR	OR	OFF	2006/10/18 09:55
S20	11	(animation game) with audio with sync	US-PGPUB; USPAT; USOCR	OR	OFF	2006/10/18 10:28
S21	30	(animation game machine) with audio with sync	US-PGPUB; USPAT; USOCR	OR	OFF	2006/10/18 10:50
S22	27	(animation gaming machine) with audio with sync	US-PGPUB; USPAT; USOCR	OR	OFF	2006/10/18 10:51
S23	21	(gaming machine) with audio with sync	US-PGPUB; USPAT; USOCR	OR	OFF	2006/10/18 10:51
S24	39	(slot machine) with audio with sync	US-PGPUB; USPAT; USOCR	OR	OFF	2006/10/18 10:52
S25	240	(slot machine) same audio same sync	US-PGPUB; USPAT; USOCR	OR	OFF	2006/10/18 11:16
S26	129	(434/318).CCLS.	US-PGPUB; USPAT; USOCR	OR	OFF	2006/10/18 11:16
S27	0	(352/1/12).CCLS.	US-PGPUB; USPAT; USOCR	OR	OFF	2006/10/18 11:33
S28	198	(352/12).CCLS.	US-PGPUB; USPAT; USOCR	OR	OFF	2006/10/18 13:23
S29	409	animation audio synchronization wave file	US-PGPUB; USPAT; USOCR	AND	OFF	2006/10/18 13:26
S30	0	animation audio synchronization wave file	US-PGPUB; USPAT; USOCR	WITH	OFF	2006/10/18 13:26

## EAST Search History

S31	0	animation audio synchronization wave adj file	US-PGPUB; USPAT; USOCR	WITH	OFF	2006/10/18 13:26
S32	23	animation audio synchronization wave adj file	US-PGPUB; USPAT; USOCR	AND	OFF	2006/10/18 13:26
S33	23	animation audio synchronization bitmap adj file	US-PGPUB; USPAT; USOCR	AND	OFF	2006/10/19 14:30
S34	2166	game with (bitmap file)	US-PGPUB; USPAT; USOCR	OR	OFF	2006/10/20 10:51
S35	192	game with audio with (bitmap file)	US-PGPUB; USPAT; USOCR	OR	OFF	2006/10/20 10:52
S36	192	game with (audio sync) with (bitmap file)	US-PGPUB; USPAT; USOCR	OR	OFF	2006/10/20 10:52
S37	195	game with (audio synchronization) with (bitmap file)	US-PGPUB; USPAT; USOCR	OR	OFF	2006/10/20 10:53
S38	286	animation with (audio synchronization) with (bitmap file)	US-PGPUB; USPAT; USOCR	OR	OFF	2006/10/20 10:54
S39	2	("0000326").PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2006/10/23 14:24
S40	0	("326.icls.").PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2006/10/23 14:31
S41	276	(326/104).CCLS.	US-PGPUB; USPAT; USOCR	OR	OFF	2006/10/23 14:32
S42	0	("19701214").PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2006/10/26 15:21
S43	2	("20050054442").PN.	US-PGPUB; USPAT; USOCR; DERWENT	OR	OFF	2006/10/26 15:21